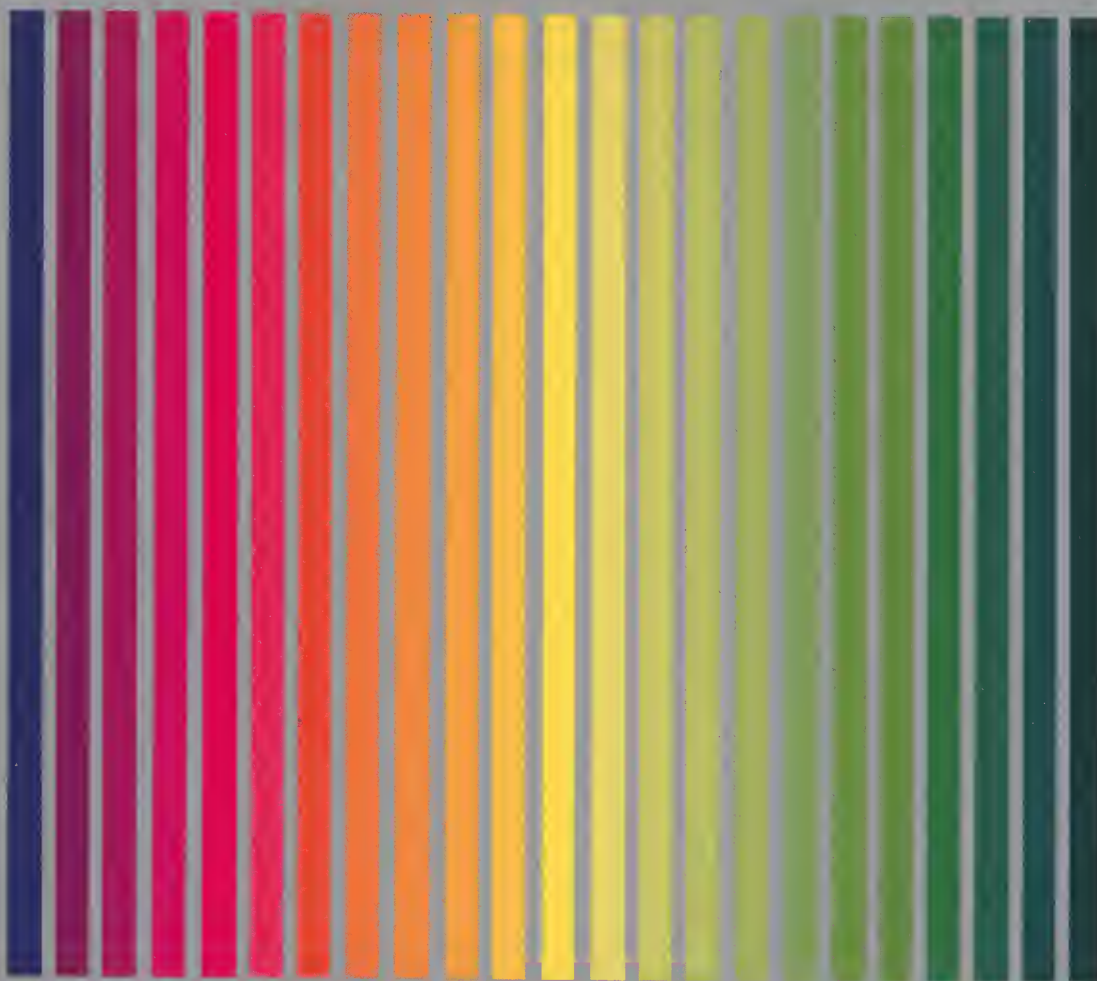


# APX ATARI® PROGRAM EXCHANGE



Minotaur

Steven Cavin

APX-10039 APX-20039

User-Written Software for ATARI Home Computers

Minotaur

Steven Cavin

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# MINOTAUR

by

Steven Cavin

USER INSTRUCTIONS  
9/1/81

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## INTRODUCTION

### OVERVIEW

MINOTAUR takes you back to ancient Greece where, on the isle of Crete, you face the legendary Minotaur of Cnossus. You're trapped deep within a great stone maze with only one exit. Prowling about the maze is the Minotaur, half-bull and half-man, hungry and irritable. Using your joystick controller, you must find the way out before the Minotaur crosses your path, tracks you down, and smashes you to bits. Your footsteps echo in your ears as you frantically race through the maze, and the Minotaur's ravenous roar grows louder as it zeros in on you with its keen sense of smell.

Each time you run MINOTAUR, you face a new maze and you move against a different background color.

### REQUIRED ACCESSORIES

Cassette version  
24K RAM  
ATARI 410 Program Recorder

Diskette version  
32K RAM  
ATARI 810 Disk Drive

ATARI BASIC Language Cartridge  
One ATARI Joystick Controller

### CONTACTING THE AUTHOR

Users wishing to contact the author about MINOTAUR may write to him at:

515 S. Bernardo #2  
Sunnyvale, CA 94086

## GETTING STARTED

### LOADING THE GAME INTO RAM

1. Plug your joystick controller into the first (the leftmost) controller jack at the front of your computer console.
2. Insert the ATARI BASIC Language Cartridge in the (Left Cartridge) slot of your computer.
3. If you have the cassette version of the game:
  - a. Turn on your computer and connect your program recorder to the computer and to a wall outlet.
  - b. Insert the game cassette in the program recorder, press **REWIND** until the tape rewinds completely, and then press **PLAY**.
  - c. Type **CLOAD** and press the **RETURN** key twice.
  - d. After the game loads into RAM, you'll see the **READY** prompt. Type **RUN** and press the **RETURN** key.

#### If you have the diskette version of the game:

- a. Turn on your disk drive and insert the game diskette.
- b. Turn on your computer and your video screen.
- c. When the **READY** prompt displays, type **RUN "D:MINOTAUR"** and press the **RETURN** key. If you're using more than one disk drive, remember to follow the device initial (**D**) with the number of the drive containing the game diskette (e.g., **RUN "D2:MINOTAUR"** for disk drive two). The program will load into RAM and start.

## PLAYING MINOTAUR

### THE FIRST DISPLAY SCREEN

The first display screen contains the program title

THE MINOTAUR

against a light yellow background (if you have a color video screen).

### BUILDING THE MAZE

Shortly thereafter two screens of text display, describing the legend of the Minotaur. While you're reading, the program is busy building the maze, which takes about five minutes. When the maze has been designed, you'll see it being built column-by-column. Once the maze is complete, your dark square positions itself in the upper left-hand corner of the maze, and the Minotaur's light square skulks in the lower right-hand corner, near the exit.

### PLAYING THE GAME

Your goal is to escape the maze before the Minotaur devours you. You move around the maze by pushing the joystick in the direction you want to move: up, down, left, or right. Hold your joystick controller so that the red trigger button (which you don't use in MINOTAUR) is at the upper left-hand corner, towards the video screen. Don't worry about bumping into walls; the program ignores such moves.

Using a light touch with your joystick results in quicker responses and more accurate movement than pushing the joystick for all it's worth.

### ENDING THE GAME

The game ends when either the Minotaur smashes you to bits or you escape the maze.

### PLAYING AGAIN

To play another session of MINOTAUR, type YES (typing Y won't work) in response to the prompt

WOULD YOU LIKE TO TRY AGAIN?

The title and text screens redisplay while the program builds another maze.

If you don't want to play another round, type NO and the READY prompt will redisplay, indicating you're back in BASIC.



## **PROGRAM WARNINGS**

### **SLUGGISH JOYSTICK RESPONSE**

As mentioned earlier, pushing the joystick lightly in any direction gives you better results than pushing it vigorously. If you're still having problems with your joystick, make sure it's plugged into the first controller jack at the front of your computer console and make sure the red trigger button faces the upper left-hand corner, toward the video screen.

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# ATARI PROGRAM EXCHANGE

## REVIEW FORM

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many software authors are willing and eager to improve their programs if they know what users want. And, of course, we want to know about any bugs that slipped by us, so that the software author can fix them. We also want to know whether our documentation is meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program \_\_\_\_\_

2. If you have problems using the program, please describe them here.

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3. What do you especially like about this program?

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4. What do you think the program's weaknesses are?

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5. How can the catalog description be more accurate and/or comprehensive?

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6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program?

- \_\_\_\_\_ Easy to use
- \_\_\_\_\_ User-oriented (e.g., menus, prompts, clear language)
- \_\_\_\_\_ Enjoyable
- \_\_\_\_\_ Self-instructive
- \_\_\_\_\_ Useful (non-game software)
- \_\_\_\_\_ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).



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8. What did you especially like about the user instructions?

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9. What revisions or additions would improve these instructions?

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10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

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11. Other comments about the software or user instructions:

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